

## Destructors:-

- A destructor is special member function that is executed when object of that class is destroyed.
- Destroying an object means de-allocating all resources such as memory that was allocated to the object by constructor.
- It is represented same as constructor, the name same as that of class but preceded by a tilde (~)

- The syntax is:

```
class class_name {  
    {  
        public:  
        class_name(); constructor  
        ~class_name(); destructor  
    }  
};
```

```
class Counter  
{  
    public:  
    counter() {  
        {  
            n=0;  
        }  
    ~counter()  
    {  
    }  
};
```

## Characteristics of Destructor

- It has no return type.
- There can be only one destructor in <sup>each</sup> class.
- It is declared in public section.

WAP to illustrate destructor in C++

```
#include <iostream>  
using namespace std;  
class num  
{  
    {  
        public:  
        int n;  
        num();  
        void display();  
        ~num();  
    }  
};
```